

## ABSTRACT

A gaming machine having a secondary game comprising either a physical or video depicted blender is disclosed. Ice cubes having values or symbols incorporated thereon define a bonus award. In the video embodiment, a display shows an operating  
5 blender causing a lid to dislodge allowing an ice cube to be ejected. The value depicted on the ejected ice cube defines the amount of the secondary award. Speakers output blender sounds to add excitement and realism to the video embodiment. In a mechanical embodiment, a physical blender contains lightweight indicators in the general shape of ice cubes. An air supply tube in communication with  
10 the blender causes the indicators to circulate within the blender. A second tube creates a vacuum thereby causing one of the indicators to be captured by a lid cap. A system for evaluating and transmitting the value of the captured indicator to a machine processor is disclosed.

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